9e04ba725af911653f8f7d0f712e537151c00c96 (HEAD -> main, origin/main, origin/HEAD) Small fixes to dialogue text.

65e51b1e31f63ad2b7130c5c9978677faa9f6744 Merge pull request #61 from orangutanrider/NB\_RiverAudioMainScene

7c4fff210dab607ed79296428d27a3b8daa71971 (origin/NB\_RiverAudioMainScene) gameobjrct edited or added

596644128a1af9aee7bee1e3b41f437ee95c8852 script edits

0facc44cca3e7cc1f61e2d6bce5cef87022cd41a audio imported

d3235efe74ac017f5ed0f356d53f1d018d7dc206 Fix background in menus not scaling.

8f4301783971a486c805c74e4ebe6f7f91baf911 Hotfix bug in credits menu

e23803b2c4bd902fab3bbc2fd80165a7efd5c2e3 Merge pull request #60 from orangutanrider/NB\_ButtonAudioAndMainMenuMusic

ec4fbd1aed5ff24b1db85696cbd3c04621ecd7c4 (origin/NB\_ButtonAudioAndMainMenuMusic) Revert main outdoors changes

98464158ba8f26b98331960bbea31406efb9346b buttons audio added

9447c553adacd335a3e250d8f49bb6aa283f34d3 audio prefabs

bd252ceaa45d95a3692a35737628bac572f2814c audio scripts

e00c58fb23240168a2f63f9066ae182420206c20 background music added

4d595463ec3857e56c64d72154d2933e048fb0bb Merge pull request #59 from orangutanrider/DR-StormAudio

2af4a976a6bf93661f094b31f0511563984bd9b3 Update MainOutdoors.unity

efee34fa9444d1c42c2c69855832f343f1d43742 Gust audio source prefab

822c96ad5e3670bf888aebbcecef15c43d3dddaa Audio Mixer updates

:

9e04ba725af911653f8f7d0f712e537151c00c96 (HEAD -> main, origin/main, origin/HEAD) Small fixes to dialogue text.

65e51b1e31f63ad2b7130c5c9978677faa9f6744 Merge pull request #61 from orangutanrider/NB\_RiverAudioMainScene

7c4fff210dab607ed79296428d27a3b8daa71971 (origin/NB\_RiverAudioMainScene) gameobjrct edited or added

596644128a1af9aee7bee1e3b41f437ee95c8852 script edits

0facc44cca3e7cc1f61e2d6bce5cef87022cd41a audio imported

d3235efe74ac017f5ed0f356d53f1d018d7dc206 Fix background in menus not scaling.

8f4301783971a486c805c74e4ebe6f7f91baf911 Hotfix bug in credits menu

e23803b2c4bd902fab3bbc2fd80165a7efd5c2e3 Merge pull request #60 from orangutanrider/NB\_ButtonAudioAndMainMenuMusic

ec4fbd1aed5ff24b1db85696cbd3c04621ecd7c4 (origin/NB\_ButtonAudioAndMainMenuMusic) Revert main outdoors changes

98464158ba8f26b98331960bbea31406efb9346b buttons audio added

9447c553adacd335a3e250d8f49bb6aa283f34d3 audio prefabs

bd252ceaa45d95a3692a35737628bac572f2814c audio scripts

e00c58fb23240168a2f63f9066ae182420206c20 background music added

4d595463ec3857e56c64d72154d2933e048fb0bb Merge pull request #59 from orangutanrider/DR-StormAudio

2af4a976a6bf93661f094b31f0511563984bd9b3 Update MainOutdoors.unity

efee34fa9444d1c42c2c69855832f343f1d43742 Gust audio source prefab

822c96ad5e3670bf888aebbcecef15c43d3dddaa Audio Mixer updates

6120f96ee301fcd9a046d39f0306bfffa64490d3 storm audio from my sound library imported

110e45fd74ef82d5cb994a4aedde66ff6bafac02 StormAmbienceManager changes

214f8a6a021f32eee51a49d52e65121ef44e54c8 Misc new scripts

92f993329ac84dd5c061828bd814c46f9404c4e4 Merge pull request #58 from orangutanrider/DR-Ending

7c7627d567340ead3d12cf612efa080be5564595 Update MainOutdoors.unity

b1f401124666cbe5b05287ba1c34b06ec88fada5 Update PlayerAndSupportingObjects.prefab

9e785b6d015797ac4d3e4ce8d2e131c623ba947c Update PlayerCharacter.prefab

bc22c19f8fac157dc94bd54f6670bb7187686b5d Update Pause Canvas.prefab

a20e5e53943adce5fcd2d405abf4663dc50c0c67 Update InteractableHighlighter.prefab

dc9959b9120043057ff31c3db054b4a16d7e28ff confirm prefab

7863ee42629d27d250069602677d644c9248c86d New end screen prefab + animations for it

241ba991a16b7bdf66a2bc18b8059bdc4abe9938 Old prefabs removed

2d7353abc12aa35d28b3bfa080c2b2c95522d507 player state machine updated to stop animations during inactive states

72ce8f739d75e17b6784567a1a6e7e7df25999e1 Game ender script finished up

48228b16f4e230e1caec098598fb75a2506a9e68 Sorting Layer changes

90ea173876e490ee3b69313531654d60ba764ce6 ScreenBlurManager script finished up

92a9455a6a638c13a9f5a7d243780f68d8002463 New scripts

a1d1097e074fa05332ed30dd6f9da3e39342427e Merge pull request #57 from orangutanrider/DR-Blur

3158454fa79e37c1189489e4c52a667458ff2f9b (origin/DR-Blur) Update MainOutdoors.unity

f561fc54fe53267df699b5e5efada784c0b61a4e Blur test scenes

447741062b01c60978fcb050eb9f9196d94a962d Update Animator.prefab

7121073be7a2518bfed834a0c46e167fd65549c7 Update PlayerAndSupportingObjects.prefab

92263ede3f184a14ffdebe470d51201525e9798b Character animControllers update

12066d0ff6e716069cb4562f206ec24af4fc5453 Update ScreenBlurMat.mat

33725e42ec415f8810fab53afe0ae1f8626dcbbf Static character art res update

1735ab9589c5a3d349e9693e272c5288ed35a78b ScreenBlurManager (new script)

f4483c0e5be24e9456fd5c7a0135465660888785 Update UniversalRP.asset

3866502ef8f2e72f2d526d0e8d7519513cafd616 Merge pull request #56 from orangutanrider/DR-various-polish

c1618e4ae2b856bf0b251c7b2a657f5e0c925f2c Update MainOutdoors.unity

69e74f66a13025eb7307c79d6ed10e9bde02e5a6 Update Door.prefab

cfd310fff9dcf8a77aa413f23bf6649a70e13017 Update CollectableBase.prefab

b570c3fe7f3e7edf4d3b701478e7df7582074b15 Update Debris Piles.prefab

da1641e94389200ff3ef598831bebd87c275f38f player prefab updated

c1df74a52ee4501280f758f253f2e65f26ca4a65 Prefabs with screenshake updated

e64359334d12930b98e8f609db54ab846ea93c5b Anim events added to player animations

51c0337afb3c397fc5388b1c1106a136a2b485bd new shake parameters scriptable object

fb6e63de59dc26ad11758574dfa527f352b45153 screenshake update

219367f486eb921ffbb2fb963287af6215ef1610 Update PlayerFootstepPlayer.cs

651f55924bb790c8d452ccd5d94bed3ec178de70 New Scripts

5249e599522ec39b9b01b383a786a7ff0b2e61bc Merge pull request #55 from orangutanrider/DR-Art-Import

95ee83403495fc3facb7757faedfe708ea58e109 kazoo itemdata updated

74d77dc5cfa511d7d0fd480281dbe6a20620b275 Kazoo icon import

c0c68c4232cb7e7a885597e2a524e3e5f5ac4b89 Update MainOutdoors.unity

303a935c4b31fd0513238f12dc4c05e7f706e630 Update NPCAnimationTestScene.unity

5d84ff26aa8e3c95a4eefb8ba9db8f2834996f4e Update BaseTilePalette.prefab

781f877707b21a3dead84d3638cecf3ea58cc597 Un-applied overrides applied

da69e49e3982bb8027da9f7c17c3373c60cc41b8 colliders added to nature props

33d5d7a28c1e86a7fce8f647e8575fc01100e0be library tile asset

7395fcd5dcebe7341f8aac0928c7cdff23a48a6f Update libraryIndoors.png.meta

edbbc9b741090c2fce4cd4de50574d19a94f2ed6 Character animControllers update

29134dd940fef3951ae2b23e4c1094a1f6a51123 Update busStop.png.meta

778e62c11c9b7b61ef0a1fe998345f376df0c3cc Static character art res lowered

ec5055e53d987e726a30fd8a70c0272e2935fd6a Update MainOutdoors.unity

ae1d654655aff1b2f498a1284ff17710cd04ef07 TilePalette update

986768400a77bbc04167786f6e3feb2a35966ad5 Atlas update

56df8b2073840f9535e7368e471ae52329c2d642 Tile Files

b6d648ecee5ba35ebe8886ca9f9bf9089f934f47 un-finished main-scene changes

16c8744c247b858a033cc3bb2fa9b2406ed6e688 assets imported

a54caefbe7279c3b5269cc094dc4fc5b81aff3b2 Update PlayAudioSourceOnTimelineEvent.cs

abce4b7d04bbb4cc0c0e5ad1ca8f18a383b05b0d Merge pull request #54 from orangutanrider/NB\_Audio\_Abandoned-house

b32ee6ddbecf1aba870be1e1a614e151c9bfc1ff (origin/NB\_Audio\_Abandoned-house) code for abandoned house

91a7495163a7b4f291a8def6c2cac21cfb1831d4 Audio files of abandoned house

9ad05a1385de7c609e37e38293cb2d6665d283ef Merge pull request #53 from orangutanrider/DR-Squatter

c24c31ab7a5f2a9e43c7169eccdd7c7bda6e1b0f Prefab updated

0eec8346ca7b341bfae406777b9b37b1cdef70f5 Sample rates updated

4a6a8f31afd1c608d0eea0f771a4e40e3c997132 Pivots Updated

ebcde228b3f46e854d3cb9121d63c5d721ec15f4 Update StormAmbienceManager.cs

417ad8bd157f4dbc86c24089ffb2c515f18b83da Merge pull request #51 from orangutanrider/DR-Storm-Ambience-Manager

2b6f442c0f91e4ddec54c4377a77515a87ca94ea Test Scene

23d13d2122df2102a6763068cbe208bacde9f178 Update DoorTeleporter.cs

aa16bed71223e1ac18f72e9c66177ee2e18bebb6 StormAmbienceManager script

49a86b508e6747f203ca05bbf0f9670badf88654 Merge pull request #50 from orangutanrider/DR-Timeline-Event-Interface-Update

c48b06543fc3403ac98eaed02828cf30da358347 Script Changes

6173499ca2d43eb2e79eadc70a48b025a98d7047 Merge pull request #49 from orangutanrider/NB\_Audio\_testing3

d69d1428746722599dd381cd9d6307872500b4ab (origin/NB\_Audio\_testing3) audio code for collectables and interaction

fa89ef0601690cae3268445a1903af83331373a2 audio source prefabs

49d211afe81f8eac5abf5a1d0f597123106dd9fc Merge pull request #48 from orangutanrider/DR-AudioMixerFade

4103a88229d60001dc4cc0381e235759be4a7bf5 Readme added

d34c3107fff857d27d072408c05c5b7fe8df5bc0 Test Scene

f36e131c9e6d02dda0686ead3e949ebea9ba84fa Test Mixer

33f047018c8de30310bab77e2c245518de08fc7d Test script

578f76dfbdc4fa64c05d1711c91c6d25710c4bcb Scripts

3dc7b06b0a153a1951ec3e956169c10859d0f79a audio code and prefabs added

e41ab37e99fc6155ab3bda5bcae3545c4aa0fcf5 added sounds

1361242dccbdae23bd6d784beb57aea677c089e8 Merge pull request #47 from orangutanrider/DR-EndingChanges

556ffa13fd7de676f65435d6189fbc815d05f89f Merge pull request #45 from orangutanrider/update\_homeless\_npc\_sprite

efbf1ece4c0393fafc2c245339d79fac23762f0b Merge pull request #46 from orangutanrider/update\_pause\_menu

96ad043fb055d02a0e2b7cd4264fbf0dc2ae7294 Update MainOutdoors.unity

301185d7bac7adaf4dc08f9c91080d42766dcdff GustScript removed

4fb7fb64c6d61427866c3719fc2e01e0cb84b187 Squatter event animation files updated

3d56442fd4bb8ce922706363352f1e2d42a47ec8 Update Abandoned House (Squatter).prefab

01224e40471a5cc192fe45b99fdc44e773286c48 Abandoned House floor prefab

89a4888f26d2a35195a6b48f255ac99e335c1d4c Squatter Scripts Rework

68133b4568a2cd71593c095cb596063a0c209bd6 New Custom Script

780f76e8dde253404c7d2043affdcd191ffba222 New script PlayParticleSystemOnTimelineEvent

a8f1622bbbb1cc4fc295430d7bc4359046c583f9 debris particles imported

87239161ab2b804aeced99576d4be3fe5d813f72 Update MainOutdoors.unity

c67e3fabb812c6c9e2f53571ff6713cbdfd5afa8 Update AbandonedHouseGustScript.cs

0dbe1f0a203be8f05aaf8a151143562c7385b492 Update WindFx.prefab

c1b12770d37549a5025d37a21cd2989d7b0da693 Update StormLight.prefab

ad1647f2c01ba87d609a45b49e95358b28646b51 Update MainOutdoors.unity

80a2d44c6e75117f452078d16fe90dbbacbf28ed Update Renderer2D.asset

544845eb5a2ec29191a6d964818422fc1a727d4f Ending test scene

06d5ea49e584133cef5c790f1a047b520694e856 Blur test scene

ef2538c797afb358066ba6f3e9c40592b4c2e4d8 Blur materials

167d0f91eaab635d29947280b59737fff3b8e401 Blur shader graphs

3a98a7fe0c02dc1cf67d31f627e1eff0774ab9a6 Update PlayerAndSupportingObjects.prefab

6aeec23b42c3cd55f1fb478ea0ffe8756e25f8c9 Update Dialogue Canvas.prefab

3187c9fa6b64343bb682d1a71cd7df94330f0e84 Update ToolBarUI.prefab

909a10de5f39f42ecd374bd414342efaa110caf1 Update Library (Librarian).prefab

23855d9a8494e746aa1ddda1c0cd3e5497997add Update InteractableHighlighter.prefab

2dab0353f2c79df89cd7fd45937181368fe33441 Update StormLight.prefab

4f61f8262d34d9d4b19cf66677aec05c6e2e2f40 Update to game end dialogue

3dc26352acf9bf32a41112e4d8f8eb76a6f74079 New Scripts

c09ba34447b907fb059e2d54a80866546567baa4 GameEndTag Created

4cf5c2f1861219d15414ab7fdbe90fec065bfce7 Art Import

c096bbf85f4c9fa775fb8ae5a164a0c581d52a4e (origin/update\_pause\_menu) Small tweak to pause menu.

42d6fb850aadc4874676cb2c5c3262f9ac3c3182 (origin/update\_homeless\_npc\_sprite) Update homeless NPC sprite animations.

dd950d78f20284e10d8bae56deca341ca0f7d5e2 Update pause and credits menu layout.

955c55fb270abb529319e6cc31f4735d18059588 Merge pull request #43 from orangutanrider/DR-FootstepFix

5b3f6353c56fac59415c78281769e4b1064cf96c Update MainOutdoors.unity

980b05dd605e65bf0141e35314b45109d9460eca Prefab update

d9ccc9fa5d605fb8e4f46d91176e408da5b19592 Update TagManager.asset

bb135cbb0c11d2816435b83ecadb148d566fca96 Update PlayerFootstepPlayer.cs

f6374e95f16aba31308b6142b8f496749765cf6c (origin/Vasco\_DialogueAttempt) Transitions working

9a9f2135ee08eb2e364bd6ec1e705263dff00cb4 Merge pull request #42 from orangutanrider/DR-small-bug-fixes

8c3b52e4c549334cf419d1987d645fe203cf529d Update MainOutdoors.unity

aebee3ddd29a779a21d2b45a03747285ad97b5ed Update TilePaletteAtlas.spriteatlasv2

e8acf194d11f0eae6f99d86c1906df1285e5a0a4 Update InventoryGameObject.prefab

29913a6a8d88a2afe99fc2e7663f2ba11e226705 Update WorldGadgets (Prefab).prefab

fd17917862aa3f4a65f34b5e60d40927288c37a9 Update Door.prefab

7f8fc97e175474789fc5d08cdd876f32c55ad1e8 Update WindFx.prefab

056f0a6000751fbba7cf1fab1837683d5470eb26 Script Changes

01587e3a06d7c07e1c20553a65ac9a98af4369bc Merge pull request #41 from orangutanrider/DR-TagDialogue

4e45da5d66daecf4024080eb21a7cf17d3f4064b Script

96e7ed4a4958fff204725a58969cd81bbab95d8c Merge pull request #39 from orangutanrider/NB\_Audio\_testing2

63d383cb4347ec2d3c8ecf01228ab7050a8e9327 Merge branch 'main' into NB\_Audio\_testing2

c6fb71798eff3a3252d7638964276dade976db16 Delete DoorAudioManager.prefab

5c7aba6c8a1ca820fb740aabfd893d5d4a9e4d52 Delete NB\_Audio\_testing.meta

071fc395823321bc5c0f945bc3dcc2ef08a1bb13 Delete NB\_Audio.unity

039e923341310915a5a53bcbda5227ecd3fb60d1 Merge pull request #40 from orangutanrider/DR-CreativeCommons-Placeholders

3dece9e14d39a0528c378cd42019a17307aaa009 Update MainOutdoors.unity

888128cfa1ef06be9a7516a0b98e9ae25549a133 Update Rich Home (Farmer).prefab

ea720d8861ba7de6c7b2115cdf5cade5aebf65bd Update CollectableBase.prefab

9e1afb6616dbf34637b81804d02399b53aca5009 Update Animator.prefab

7ab1bf7cf5d67b09a6d5b8fb259f831ecaec9f2f Tags and itemData files created

2ae65dd5cb87dafeab3683165dab6159c76ee7e4 Demo items moved

140a2cf450de4c348137b3753bd9f3638a4738ad Tile Palettes updated

ae801c6375400b370fdc79bacfdbcbc849ff1284 Tile assets created

83d178bbfe3e261a3a17dcd50dc4dacefe627740 Asset Import

7b3cb60f40adae1afb853ecd8ccc65890e1269b2 Script changes

be96d1bd1c287a4a11dc0f1c19638bf1a55bbd28 hot bar inventory sound implamented

4a39cfc9a8fcc1c87bdcf580a30ac097add89211 some audio uplaoded

c3c4774e6f53a75614090f497337ce128a127b05 Merge pull request #38 from orangutanrider/DR-Pause-Fix

5e055ef6c52141a1cb055776a1c598786affd728 Player and supporting objects prefab update

6e5cc94aa8acbdb60fc9d05e2a74848456f305e2 Pause prefab name change + update

4ada02a975cd165faca9c1272bd86f0eaa228043 Pause Script Update

7d449510db01977fb48fd6ccdf939ae6089a2997 Merge pull request #36 from orangutanrider/DR-BUGFIX

30fd211959ddec85378063afba3f048b71e19d12 Merge pull request #37 from orangutanrider/DR-Manual-merge-of-Vasco-transitions

077a4806b65c141f0fd9373dde684fba1873d8f0 Changes

c040cdfc58dddf26ff5e6535e2baca1b69935988 main scene changes

5924b8d3bbc9f83b62e070079c4e74e7d760b2e3 Inventory prefab changes

37201329163ce8ae48d6f55f61ae02a9c363d7c9 Script Changes

9c19b390869d7aad201c1e60dd89da2b139c75e3 New art set-up with tilepalettes

4f266d216569341750a1ed0468fce4b09f2fa1b9 River Material

75ecbacb415e743d897e8f69de475d3b188c52b3 Materials Folder

0915c6900086e6b7204bc471e450578363a0dd6b River Shader Graph

04e43f5aef45307a4c691ecb6cf6cd7849141fb8 Shader folder

a2db9a279038b213a478080a8648076fce6b4842 Art Import

ff3d72bd27c654c54615946b4f8f59cfdbf57554 main scene changes 2

cbda6e7cd2c5005fbd0984f4d5321941c3117df8 main scene changes

b2be9ca7a2cfef7c21ba0628abdc8b094a8664ce prefab changes

40584696918afe6e09c4f4702597fa766d8cb6b9 Script Changes

56f78357449f66ffb85a966fd62f284d14ce36ba asset import

67b0189fd8f3adb2561e0a961c9e801a205bb000 Merge pull request #35 from orangutanrider/controls\_page\_updates

3c47e2eca01d8db81f59fc4b2e8ae2a09f200c14 (origin/controls\_page\_updates) Add note that game controls are not editable currently.

1bbd53ad9bb8da03a854c93fab3cb233bf54891e Update keys in game settings, add shadow to labels.

09aea037aa967b8853438e855518d2164b7c27d6 Merge pull request #34 from orangutanrider/DR-misc

1fa2bbeaa51cd4b4dc620636b6b24835a7ddf1d4 Main scene changes

47d4bce0caecc24c16a30d952b1ec95387d88cfa WindFX update + Test scene

a2fe801b50ca67d329632096b8020d641e221092 Collectible base updated with new art

d372736abb36c4a9a28bf554b20be3d6cb9171cf Item Box Imported

e1a904702f3d2e96e2471ea96a933ec0fc91d549 Kazoo Item Update

0e3eccb2e2d9e8d11258322167259806587c5664 Toolbar UI script touch up

a916c007265e4cdfe2e145d09342e079f445eb76 Lerper bug-fix

4c41a7ee2050426cbc37bc5365487934093aa74c New Lerper Scripts

2eba4e5e620d236a983de60dd6eb8b1d64bc1a1c Ordering Bug-fix

28c5c78fbb98b33ea0f5ff0ef042f8a4c432f1f7 Merge pull request #32 from orangutanrider/end\_game\_frame

6e4daa0f220923303341aeb1cd89d4d0d4b8abb7 (origin/end\_game\_frame) Design prefab for end game score.

e98f97b98456a0e16b42beda5bd7ad47e134dcf1 Merge pull request #31 from orangutanrider/DR-MAINSCENECHANGES-3

3e22139743a4eac0973dc7a9d1fdc5416799c004 Kazoo Added

2dc50408fbfa60337a2f62d66770d2d7cc916095 Merge pull request #30 from orangutanrider/atanas\_interactable\_particle\_hilighting

6950a0447b89b059fd3c0643478db84ea5f089e5 (origin/atanas\_interactable\_particle\_hilighting) Add material to interactable hiligher, tweak emitter parameters.

fdeab6a6273872282384c82cb3f2913ac246aa4c Merge pull request #29 from orangutanrider/DR-MAINSCENECHANGES-2

8070fb46f370805601469190e35d645cce6c3d37 final changes

783faa79f13f40b03f7a0d3a78caeeb50821f5ef Update MainOutdoors.unity

999bbab9146afb248b909c704180337e9af38cfd Kazoo item action prefab added

225c6661fbc73aa62c7f145f503e018a2327e35e Sleepers added to main scene

afb7b592a5012106a54d1598a7e3e68eee4c9f98 Update Sleeping Citizen.prefab

263dc00937a12c764ad8b7f2118cde8d2ff7df5c Sleeping Citizen Prefab

5ef7a0344b49656e62bda6b6cd935dc27f47e89a Assets imported as sprite sheet

a3b76ccf1b95baa74d2cbacdf03fef5b337dda98 Asset Import Reverted

cc7fc78b22fe59b09c877b8d4098fcca29acb80f Asset Import

17e6418602ed4fbdf1d5fe28bf3dcf46df682746 Wind Lerper Update

1b99b48ff85004d5071b70b0118ee9597d72c053 Merge pull request #27 from orangutanrider/NB\_Audio\_testing

f9d1ea8f070ab563bf670ba34016bf16ff60076a Merge pull request #28 from orangutanrider/DR-MAINSCENECHANGES

95a730520050eaccec5079fead46d626e6978271 Footstep Test

588b01069367783cbe42b8a76ad0d1401d42c90a (origin/NB\_Audio\_testing) Audio footsteps

0f0725a0503db8dcc5b6ab7c333cc7f1a37a835a Particle System Lerper Progress

ae21094ba35e3fe1b03b31376cb2f0c6bffe22f4 Added Gradients to main scene

d429ad43d887ef9192503cc3802a133958fe0c44 Item action prefab i just made deleted

83f2b969c1da9561f22b7ac718a6947d6cc10ef6 Update MainOutdoors.unity

3017c5778153a4eef7ce1dc53f89323c5f77d1e8 Art Import + Main scene changes

76a3155521bd319af1b93dd56b0432106b150dcf Storm Light Update

6210dc266a2a2fd66fb97f4e9fa06205cb9d0388 Audio Surface Tilemaps

7b1f9751403ada81f06603f5e284255e33b366e5 Merge pull request #26 from orangutanrider/NB\_Audio

cd70bd7e01b7417224668022aa130f10ce80e167 Merge pull request #25 from orangutanrider/MW-Dialogue-audio

d09870a26604fd1c08edef03d256a08c745ee562 (origin/MW-Dialogue-audio) dialogue fixed

8207d67ace384a12d4e46750c5d9c887ab62364c Merge pull request #24 from orangutanrider/DR-crossFadeLooper

d156e57599f743d74773a16d45689d6eb6d3be09 baked fades support added

b0f173a51eeacb19a65e54e0fa5ef265eb6e5a3c It work

11938fd3f4602302dff74526a4d22749278fea8e Progress (Tested, it doesn't work)

08fd1f44cabe4e119c52d1b19f32d0faa794a66b Added tools

f8efee878eb4bee8d4f1f98b00a77e5a9bf8283a cross fade looper (un-tested)

6c4b3c2340a662dac33e8cb4b746d431c3b5ce14 AudioImplamented

175de45458e300b06bb7ca9d594ca10563d1e081 Merge pull request #23 from orangutanrider/DR-FolderReOrganising+MainSceneChanges

1b48581ce402301107cef8005e6f09c97cffaf08 Changes

6f942a6015c5f41a13ba4af6e474a5e9afe6a74a Merge pull request #22 from orangutanrider/DR-Screenshots

66e1f55d76e6d546069cb2c8c2946b9293732d08 Main scene update

e303f0841fa0848d90d208e666f52a527fda1458 Merge pull request #20 from orangutanrider/atanas\_anim\_shopkeeper

8c2ef71cdd9af483162bbd260976fcbc21f8b73c Shopkeeper NPC setup with its components

ba4c055b045cabe4f33eea66313ecbaa0beb135b Add shopkeeper animator graph.

a15dc9d0bdca7a4513d90fb119e1a2bfffc76a3f Add librarian sprite sheets.

cb83e68dae06799faf3191d4b589a7595f253316 Merge pull request #19 from orangutanrider/DR-Environment-Art-Update

57dd9304b6492a4e16a55b54bcb58c68b2ef3cec small change

369bf22c86afd3cb32b1caa717d778a31dc651fe River and shared home imported

9e6049d37daccd0d4a0a14d17af3ac9e30ee0b10 Misc folder created in TileSetFiles

6ddc7b09c57d618fdff02239f4c7fca85b05e645 Tileset usage example images added

f58ac73ac33d2528ba11c19a694bb8536caa15f8 Old tiles changed to show debug tile

bff20c97c8bfb80b2629acd348a2f5ed1efce6dc Redundant tile palettes deleted

b3b2bda3eab82ad6246bfb398dab4043a3c38b76 Merge pull request #18 from orangutanrider/MW-Dialogue-audio

07a0df1f281e589062a307022b5af6eff1dbebb4 Delete greenery\_TilesOnly.png.meta

e86da56f708c1632b531d80fb0b8a2b8698ded51 Delete path\_road\_TILESET.png.meta

7be63f3cf8f7494f2d84e597d55d4e5f5ea0024c Delete abandoned\_interior\_TILESET.png.meta

7cd031d0ce0e8a03b6995c8e03f2d10bc20afed0 Merge pull request #17 from orangutanrider/DR-Squatter-Event-Closed-Loop-(MAIN-SCENE-CHANGES)

964260a68551a1c15b6283973ae02ce972d9dcdb Merge pull request #16 from orangutanrider/DR-Footstep-System

14730d60db13428abb7686a47fae4ce2bcb6e768 It functional

12c807ea501b089efd5a09d8c4f3f41b44a41e54 Update to NPC system

79f6da6faf0b7f21d93bbf4fbf98f32384efa887 Ambulance event ready

328f5e44e3633cdaad2c2eed130f390c90c20548 minor fixes and name changes

089882cb094fadece6579e410a1a9cdf6e851351 added some functionality

e949d97485a07e52c462edc055be6245be0a2638 Progress on ambulance transition (un-finished)

4db636d7ae8e1099b16d380d1c55bdc837911f77 Added system to prefab and finished it up

c7f67a6bedff5be1e562ef4cda20fac8920cf098 Footstep system added

8e1561e0270d350f036c97a71baaeb14be8962ca Merge pull request #15 from orangutanrider/DR-Placeholders

d701f76a81df90e120da20e9f4e83f471bd21a93 multiple audio managers

1ca70a56b63020a13cdbacfeecdc320086127e17 Finishing touches

dd871aedb67f85ebe74b09695331f02d56b27610 Merge remote-tracking branch 'origin/atanas-infobox-ui' into DR-Placeholders-(MAIN-SCENE-CHANGES)

d384bd70552e1c489dcb75836a1e5682838ab152 Character Placeholders

b9543e24ab7357728fa6c85c833689f8683dd24a Weather Manager + Items

4f7e3055f86d164242616c66ad525f3eb1021584 Merge remote-tracking branch 'origin/atanas-dialogue' into DR-Placeholders-(MAIN-SCENE-CHANGES)

1306f3b9af7b0bcfe89a8b002381c91a94c4f368 Add more dialogue options to librarian

c7ac687315b1072b189f74d808fad211c78e5935 Add librarian and squatter dialogue

637fd84f36cbd14cd0a4df709ce1073c9401a154 Merge remote-tracking branch 'origin/atanas-inventory-ui' into DR-Placeholders-(MAIN-SCENE-CHANGES)

0bfb1c7ac015a12c1e9092896518cbd77c5a07da Tilesets import

fb53aaf219af6a543a684289a98c62c4a3e67971 dialogue sound playing

6045517ee19a559236c6a69ce12f218b9cd452c0 Minor update to dialogue

9a3595e8d755f5a14c113c3e6c4ed46cb8e1050a Add generic placeholder dialogue

b341d11ba800fdccbd7dbacf9a6eae7dcc9f991b Resize icons

a57689e39f97410b6021e2ef3691a264f5ad68fd Add inventory background and mock icons

49c5f3edfd0b24e05c0251a10e2238f07f107d30 Add UI assets for the inventory.

5afd3538d4747695518b07f859457503d3d8e9ef Resize narration window

aa7a0b81c52b400deb6cefd0f3c52cf262f206d0 Add title and spress any key prompt.

19ad3d5b19d00e910a082b34a30c0d827d3ebe15 Add sliced image to narration frame.

92955972aa9a2f02cee1b885b68f37c69a807867 Librarian Waypoint patrol added

260a653b7119730371f91b8ba709be9e9e8dff3c Librarian Animations Added

430ab200889d88dc3ee495ace1d15b63b5f80d0e Door Motifs Added

2b22b2b3eaf98e9aa5937be8f32c20e2d353e41b Abandoned Home Prefab Edit

5c21a5ca2f2f4303b9e97502600b4de473416464 Static Character Prefabs Set-up

09841caa936dea5642ecf535067db35a218b8162 Scene Changes

d2707b5a61d6e4580dba37c557eb7a1b8c7aa783 Merge Append

e6b022b52a01efb88e536d219f9799c79dae5323 Merge remote-tracking branch 'origin/MW-Audio-and-Other' into DR-Placeholders

b42bdfc9bdd123d517ff670264e497e559a3be12 Static Character Art Imported

d20a340b204ce843629d65b8e8c1c546989beb77 added a small audio test

2620864031faaab4ed21b49c3fd873d9c12daa35 Merge pull request #11 from orangutanrider/DR-230329-Main-Scene-Changes

2b054fa6d370805618e49f4bf57ae56e5918af7b Merge remote-tracking branch 'origin/fix\_vfx\_scale' into DR-230329-Main-Scene-Changes

b088ba98a373ece5ee14269f6530c49c32e46018 Bed now transitions back to main menu

5adb6237eac81d600e7e5de168fd22298e251fe5 Transition Stuff

7bf88d4cead18bbfcad3030138ce9e2c1ce2df27 pseudo code

fd839fcee0b2816f8764c3adf8117d3ebfbf173c Scene transition via fade added in player screen transitioner

28a4f349ac1fd34d5dc45f4ef71fea172b07e015 Game ender empty script deleted

a8117e987fd433ac719efc863f47c24cef8c8817 Light lerper added

46d1605487425bc658f2b5f57995af2b34285513 Update MainOutdoors.unity

4da5c2c3a0b15b61aee8be807d8bfbf00c4c7e22 Placeholder event for dawn chorus

41960e9876f3ce69aa793283e707b0cc312d8ab5 Updated end of game dialogue.

7f596a7751e7d6f1f44534ee5417ae4a3198e740 Updated dialogue manager prefab to fix missing references

f81846fc01427343539bacb34a2031db3d49057d Game end pop-up event added to main scene

3f34d3397b3b9555a507eae0ac949d9e8c17be11 World Gadgets Re-named

1a4e5f0750d6bb5d6434a65a9eb127adb5094751 Readme updated

e6152279124f38153c3790c911549e8cbf7cc21e Added a readme for dialogue objects

70e5cd17e9a9a2398d6be34591d8d0c7f6f1b75f New generic script for starting dialogues on timeline events

99eec77efe1939c5d43f50d69aa9d7c5fb03785f Dialogue system update

fbe17fed6b453cf93ff07a0a9982fcbde9d55eee Game end pop-up prefab

3226cecf181adc9e327cdfe19552f9414a711ffe Small touches

bece0edb393057163b50e6ea47af97e5c35517c3 Main scene updates and empty script created

c895fa0e9bd0a26e9222e136b7a806c9b0a34407 Transition for miscellaneous purposes added

66b5bd5789e45c47c1f4d0ddcf5f4589cabe6683 House collapse added to main scene + various minor prefab edits

418c63df55560bdce4a95c2bdf00836f6f4b9dc3 PS highlight collider changed to be trigger

ef8f2d38d4baa75b84f369761388d424b0705872 transition time extended

c4ff0b4ed6ff867aaf1cc39bb6ebe39c1533d4e3 Gizmos display for doors

7a608caa46ab0efc3665d30475e8b6b33142a4a9 Collisions added to bounadries

ce4abbf3e3990b544b37e17ca294b635125ab75e Placeholders for boundaries added to main scene

9ca2ed1dba70be1069f534f2fe23b391fa57544d base tile set palette finished up

87fa89ae20bc08f2f6c57c96d42f36278ad0a4d3 main scene progress 1

f779038284f538900d12d6b0c9e1982e18845c2e Test finished all working

5234ed4b5da663ccc45b990a4013ff07670cc4d1 Light Lerper tested and now working

906709b9f461978939e406d7b020f8c815b81c58 lerpers reworked (un-tested)

d39d65ea3c65957a79b5f305cc29cb00b55c127e old systems moved to old folder

e700422598d85be1ea138e4c3d51626a8eb7fbfb new "old" folder in lerpers

279a0fbcc8f178089027376cecff5e594a2529c2 Lerper systems moved to lerpers folder

64cfd4e8b0ee0505fcbe099bf88148de8c1652e8 new "lerpers" folder in scripts

367d874a1c86b119f138946a15eb69203e5d8aa3 Fix the scale of the wind and rain vfx.

c3fb5e5c75de59c08841dcf9deae57b5c304f0c3 Update ChangeParticleSystemOverTime.cs

dd0f1bca9904764456ae112deef07fc2b59f7e79 Update ChangeParticleSystemOverTime.cs

eca98274c7d6f7614cf11a15806e6c5d031745d9 particle lerper preped for update

0c80dafe201589683d0462163dd822c6c1f762d2 Update CameraColliderBase.prefab

5b3e3aef89f5a494fa8a09de380218cf5bf3c46f Update WorldGadgets.prefab

8b4fdf0b2588dd78a934604456c09513275651f4 Devestation Tracker Prefab deleted

4a0fecf8595d2ad5078db4cc208116e9c9254ce1 Update CollectableBase.prefab

7e3c7a23370b7925dfcde2acb6bbf020eb04b2fe Prefab updates

7f44747ae0249ebf32bf6200fc189480440e8989 Added new readme script

c3eb96e8f89096767907a6fc1e3836a9a5967a65 Added y-sorter to collectible prefab

98fff607ab2497b2a6d9e0339461112081a0a8a1 Bug fix and manual merge of particle highlighter

199847ebaafc2f7ccd02b4d10a33f672ede42c98 Camera Jitter Fixed

71a9c592fae3999f04efce4f9caa4dfe1d7ade61 Merge pull request #8 from orangutanrider/DR-SystemsFinalization

99e65089b84b0a1c08f179d954cf03e423aec917 Merge pull request #9 from orangutanrider/atanas\_windfx

ba05c886dcb541004eb61f99f57c8eebf4f8c2cf Update library\_TILESET.prefab

47d8f3d37976d2a9d6c839d598a03cac5731dfd5 change particle system over time script

c195bb573fd8436e203fe1ba99269406b930bbf9 Change global light over time script

d877bdc6ad56c63bf4b41867965c7f903de42fd4 Minor tweaks to wind fx.

717e9a7006f7acbc1a3f3796491fe7e459989545 Waypoint system tested and (mostly) finished

b94f634ba2d84d5325401cd2b29315a90dc62010 implemented teleporter waypoints (un-tested)

a5257933d676f2e702231c6711d6838689b3e9f9 Gizmos line displayer

cebcc54e5ae2349973c597f17917b91da22b31dc Update prefab for better wind fx

998f3e8fd5cc031d729502d42b885177492d0eb1 Add wind prefab.

8f84b7eed94d6a612960093f44409005a441225d added randomization support

3abb4f3842d2a728486902001bbabf6ab4dbcb6e Test changes

f798935785cb8e006c5b31098dc98370d8dd2913 Demo Scene Update

69fe0a1c2d6872e30a2513433acec168820bd827 Progress on NPC system

9d80eade204063dd8d0874461d6229ece103912d Patrol system progress

423cb775dac01a752f0557a5a9a33fee0b79f7f8 Updated door script

884cd163d90370dc2ccaa6ee319c0477296fff2e (folder re=structure) fonts folder removed from animControllers and placed in art

d29bc809327264ebbafcaa161dcc43b5c0534228 demo final touches

1aed4965103cc3e07b8d3d0542aba39007d4ed1d added a dialogue input cooldown

6811338f102797679998bb7d1a9c10b0189de771 Demo finishing touches

aedc7ea02b3d9ae034d91519d24635c288ec7672 Demo Created

9f5f80d5d22109713635186d1fb8ee394dce4d41 un-finished patrol system changes

5934ef2b30be473467a9ea8a1d5ee72383e0d4ef overrides applied

ad333a9ff10e6327634a731408ad219bd998d24b re-sized toolbar

5056ff776d18863d683cc6f356d4fae2e53eacc6 test clean-up 2

48c8b2d6fa5b175f74da9c46b63b0bad5ef7764f test clean-up

ee6876a4cbcbf830042ed9efae51ee878a1e3f5e Test successful, system finished

68250113b4a21937ea963ee1a877e69eaf44fe01 Cleaning up and prep work for test

33215bfa6e8277d31193204749d61064bba30b32 old scripts moved to new folder in dialogue called old

bdd26d87d252dad04f1aec472bc24e758fb2ab53 dialogue system finished, un-tested

122c6a0581321119f8d9e4f76dd841e496cfefca Dialogue System Progress

e585517b25b69b7ea4a7674e9ee843cb634053e2 small prefab adjustments

0687104e66be2454987f6605b1e650533f68c176 Big dialogue prefab update

efb2a0cf3e6fe44909f33f949af58f996703600d Folder re-structure

8ab748b5ccab5dce90792ed8c5c189442c0ed224 prefab updates

6155c88fc22ce047f946ac24b6d53ac8c0ea7317 new sorting layer

976d3c084bf30f0f14e76be8e16d456f150e3665 edits to dialogue prefab

19977a29b666f6111d83c31500a1bb1e60a11256 edits to positionalYSorter + new worldGadgets prefab

a25787e65bd1ebbde088af59c532f050f442e5e2 Devestation tracker removed from player prefab

f516610ed2a49f6070f468b217edb4050cd35c61 Merge pull request #7 from orangutanrider/atanas\_weather

b7e618e7d5049ecdffed504dcddfbf6628714f57 Revert chagnes to unrelated meta files.

74d66c215b9316a026b655e51d3b1edd1014d22a Improve heavy rain.

5d2204d485ac2baf989a26cb284cfc7aec708e04 Add heavy rain prefab.

b61dbe9128fe84d96a430beb51e684422158c5ec Light rain prefab.

e43b315805bbf659ac30ebf1adf8c9ec259853b9 Add raindrop material.

3807972b2629b75c0717b5b7df8569bf3d8eeb66 Emmit particles from a line on top of the screen.

0788c96f8155764b3726978db83898aaa2c7edc3 Render particles in WeatherFX layer in test scene.

2faebcdb791c9e4c56004497eb590fe571948c5c Add weather test scene.

adb1200a5cb4dc4c04ada6908a1ce7428446e91c Merge pull request #5 from orangutanrider/New\_Vasco

fb4efcbb6bc078a04990384324fac7683a3b9683 Merge pull request #4 from orangutanrider/DR-devestationManager+itemActions

ce339dd9936abc28aceafe0a0a966e4387afaa35 npc finished

6e8d384f6571e72069e4b2a7706ff7e1a0d0cb0a npc finished

6bcbf1de0d7945aa6f2159cf0b2d096ba149e82e ui update

8c9d1c588760906e76aa2debce1ee3170642a0c0 dialogue ui

0ba5e2e34ec2422ff9dab7c73e946f7c286fa3ef camera collision system finished up (Tested)

658bd2fc3d5aa22c1ca559658a9670bf78e6337d updated door prefab to be in interactable layer

fbe2bca3fb447658319c57107a6dcbfbd2562b7c scene update

b5172a1d8b68713f4dd5ab124586058970c19a97 collision matrix updated

2e61e6f7fb7625e6d168654ce9680334eb8e02cc scene update

d6a86eff2e3582cf7e69fc624051b460cffc13b1 CameraCollider Base Prefab Added

5933336c81696da63f5bef0e1f3e78b0b54b060a New CameraColliders Layer

d0784f44d0f87830729104864632f46ce2c0ccd9 camera collision system made (un-tested)

4f44552532bc65f211a42ec6ef5de2b2393443e8 Made devestation tracker prefab

7faef7e930f21fde4811fbaaad87efb5e3c1b9aa tracker script made

eabd09f1407e3561d2492febb16158a007948c07 Item action system finished (Tested)

37f4a6871ba4c106e85804e1081d25f5d2c8131c system updated to use prefabs (un-tested)

930d51c763e881709f2559aa202eddc19b6f06e3 item action system (un-tested)

c5d252e5db7f84197ab07294880b7dd2de307fc5 Merge remote-tracking branch 'origin/Level-Outside-NB' into DR-devestationManager+itemActions

1d7f4d8073d7ff927c6e2cd2825183e8cef2b6d4 new interface

f61c8d282d69851bce3071f42139ba330c8cad54 temp houses added and main roads made

3629fe8087e6decf16599bd7d0063e74b5dd1570 LevelMade

e4979c938fbc33a5b88e33705167063a345a3411 Merge pull request #3 from orangutanrider/fix\_main\_menu

ef1936aa441039b73883ca8bc770c650a862c52a Minor fix to main menu.

473194de5293118316b892de526bcc1eafda202a Fix main menu.

93977ce8aa82b53fb9b7a3bd5492091ad071bb80 Merge pull request #2 from orangutanrider/atanas\_pause\_menu

a548d3f769e896d34e4b9f08145d71887522f963 Add script to toggle Pause Menu prefab.

cb9d5d326eb1d159851ff87c86f81ab69c5e4bf5 Add pause menu prefab.

c896247ae8c347f354b88a241da44fe0e963d4b1 Merge pull request #1 from orangutanrider/start-of-sprint4-merge

20e8545852f4f8229bb38f0dc2fb31ff593fa620 fully functional

252e1941958c31b47b5fe4349a3a2d10c1a540a3 mostly working

b40e11979e483a0ec70e3e08f792bb458879ddc0 Door Prefab

1c0a297bbe31f2f60217c2a4ca24e5546c0065df door transitioning finished up (un-tested)

76b43cba15e817a04dbb563ccec9b3772f0d6fe1 player scripts moved

f18a61852b070309a2f49216034c9281c92ff249 new folder for player scripts

1a1b00505268621f24bd8fda7f6e27c63e037e9d Update DoorTeleporter.cs

f296fdb1e02fc36cf84d392900a89fe4995f67f3 un-tested door teleportation system

9d9fe4aa872787da1d47c4156b13e39599eaf444 Image Fader

784c30da0eebbb6aa902ce342d80ac511b252922 prefab updates

5fcfe3050bbb96f149a9f9edad4602dfa709ca7d teleporter updates

14ce73a754946ab5ac928d443e4071b61c95653e fixed compile error

6ad794ddefc6dbab618bbcff9d5df75d22769874 teleporter

b3998e65de9e42fe39fa32e0ab70c078cb19a673 reorganizing layour

c99e2d589206a2a5187692dbcc20582b9513f925 un-tested timeline event system

11dc4620a4af3be914d8a88fff41c45ed0e5311f tool bar working

0aa30b438ca0c60d456a65f6ae0b12a1557454e0 changes in prep for item system test

2133569b30965a6b0912dee5df042758f6c35ba9 menu scenes moved

ef27e3626b851af9570f7016ebeb99e41c8fa615 Meta Buddy Removed

697e955ba07a350468f757d733d5bebe0e1d39d2 un-tested inventory system update

f991a772cd1150662f0a08cfea199ce5758676cb Revert "prep work for refactoring of inventory system"

14f60c9f676159222511378997174c8eb8edf04f prep work for refactoring of inventory system

f5ebc3a0022c665cec11b14da9ee53f781d7bc3b script update

76ee20edc793bdd267de3f744cb0c1a3911e756d script changes

f2906bd2923b13e885586f59a8a28d81ce90816e scripts updated

4faf8a6db6fb4ac216a5d3b34caf600d71d05cb4 Generic item finished up

90564e50c42ebbafa7e78a402a79e4909a61a19a Update PlayerInteractionController.cs

6fe19f6e380eac62ef158f030f946a795ad883f5 script moved

612fcf9dba44f15011e376e40cee49de124e3dcc Interface folder removed

7f260aa2e46011713f1f33e7d955ee86d3851746 interaction interface renamed

a9bb8d70c05139ccd9d40df49298ea9bcff05120 Revert "script brought back from old"

c6af6cfdd766e5712c49384c65ef4aa78c0a8640 Revert "progress"

ccb80e8c9ee35322f88e7a04cd693ca1924fcb34 Revert "Create Interaction System.meta"

7acad82191018c479a2be1765b1c2f550fad150a Revert "removing interface folder"

2f3bd4ca63b887124fcd018cf0e16d97c741050d Revert "removing interface folder"

454b5354f35c6114a398bccf8902a74b474f4682 Revert "this doesn't work"

40bf8d2889ef53d5dabcf92b389ef871e6ade0e5 this doesn't work

adea6c1ace776e2a9c957cae0647ac67edb2bb16 removing interface folder

aa8a84ddce7ac5a566eb6889d90bbf500003ea43 removing interface folder

473feeca00b29aecd37b5fdb2171b66c8a3f26a5 Create Interaction System.meta

ddf2b6cec70ffc18ef6aff3b531cd50c5eb9fb35 progress

b12535d84e5d1a8d213d7f70a0470f2d96ba30ea script brought back from old

3215398efdcaacf08a17ff2f3b8dfc6e4454d138 generic collectible item script editing

6be77ca787d707fbb63cc13d6196439af2b05fe3 new script

658676235275cc118ac0bcee084815dd61c91802 scripts moved

ba4bec0c20324dc1a4c249692bec33ddcc3fbe71 collectibe scripts flagged as obsolete

d2d8713a17ffc1c73d665ecc0a6049715bb441b3 Update CollectibleItem.cs

689d78dadbde741b8fd56daa977386e0efc29fd9 script moved

df9e83b26edbcae1127fd7384b3113a705296d22 scriptable objects created

5dea0fedf969b7c436b94605456bef39e3a86308 Update ToolBarUIScript.cs

5702a130e456b7225e59772f189f45c9a301410d changed item select input code

f668fd5583ecc14963fba4bc4e3c2af41ba5b8b9 scripts moved around

deefba470766df0dbed21a72ffae2b4c2c34135c new folders

540d703f07ff0e2b9e96d556d3c23c96f31f0563 renaming toolbar manager to toolbar ui script

58b70194775a66c09e0137cec7987a90b521c75f components moved around

be68a3affb89d62b39f78fcae2b4087c790d24f3 Update InventoryManager.cs

b866b88d8187f6d920df85ad53521563a235d83e Update PlayerInventoryController.cs

2b6c46a12a22a0afff17469b40d99ef6bfcd743b prefab edits and name changes

c5a07336758be82a884dfae52d94ff169decb601 Update ToolBarUI.prefab

e258b4c5b25ce3dcc76df2084f2ae1ee1b5ac851 prefabs moved to new folder

53995c29768322aae5a0e2d9ff32c7f7363c087a new folder

e35cbc1f1aefa0e8a165adfbf52ce86a52b6b633 Update PlayerAndSupportingObjects.prefab

40b05c1780ac43f84b86c2949a574e5912a765b0 shadow update

2fc65c68ea0973735fcc2365f876f16c1db52e42 positional y sorter added to player

b2cafcbfe5dda3a68091f759d3ccdd8613b2c540 Update PlayerAndSupportingObjects.prefab

721dbce4324f11b1a18b8e5a5783d82c7bffb8c7 test scene saved

a9954048887cff720b06f2de6f7eff1a04fbc054 Update PlayerAndSupportingObjects.prefab

3d709adc61f90770c626e8aaed7f100a868e9f23 Canvas renamed

2ad65fa1d497c3e98f6fcad9c37123edb7c4ef71 prefab references set-up

e4bd31ffc56da90ad7a1151faf3b02dfc5edf818 Update PlayerAndSupportingObjects.prefab

e6bb405c739695e0a22dc3edc7331be0d754413e Update ToolbarManager.cs

b81843ddcfe9f1a8bbe3eb6ea49bac28320da0c3 Update ToolbarManager.cs

e96f2b40f2fef24e3c8bf22b77d6c3adafc9a005 New Prefab Created + Old Prefab renamed

b99d17a04e44cb710c22d7a696920a4297084d19 Player Character Prefab Update

833aa04ab90a06f0393e4e4319e1ac817ae47b6a interaction system updated

45cb6534ab151d5f57a6c5e24ef9e98b57b2e735 Update Inventory.cs

fbf91bfecf7c8c65fd5814ed407a71f9d677ee5c Inventory script edited

3ff531a519a23faa8fb499e5597a8be37bced99b old script flagged as old

590305f26965cf3b3bbecbe9108be3b7cf3e5870 Update ToolbarManager.cs

b71d4788f8779baa5e397fad6fc467fc133888d7 made jolyne the default icon for item data

a14883960312b87d86778fcdffa43de0687fdaf3 Item data now includes tag list

5273ed815c1fec6d4c9ade80c74cbd1ab67f7ca1 Tool tip added to interaction interface

7fb30333d6a09a55ca96bdca2731535387e8c3d8 ScreenShake Script Added

9d709c174a1b4fe0dceb7038d84ea77b5b15cb7c read me finished

24f7ddd4c95d6f706faf6a848e3dd78fe0b05de9 readme edited

10f2576ad695598b08aba61e4396107acb33b7e5 enviroment assets README added

865e139fb25d00ab1e2f9fcd3e989a7ce2c54fe5 ReadMe added for tile sets

47faf640d3643ecece1b63587b9209fd182e2452 Tile sets added to tile atlas

9306659efbc735be254e64f96575031e72c8b24e Tile sets moved to new folder

036237ee83b8f15bf676b7d8ed9fc3c78ffebd3f Atlas Moved to environemt + new folder in environment

965141f14ce9a31dc05510f3ae13942146dd5873 TileAtalas Added

bf923cc30daebe43b976855f85936b2be52dcbae Update ToolbarManager.cs

47265ada22073aae7da983c2decdaceb62308be4 toolbar manager update to most recent version

a5d9dedee6dfab0eebb9aa198a7b8664ca635c53 tool bar manager flagged as being old + player interaction controller

e941d5ee3cf52d1b73d4d7841efc601e7f8fb154 Update IInteractionInterface.cs

8f22da5116f17f384fbf30b92c3fea615e184830 Update PlayerInteractionController.cs

42454b8f7cc4418988c289c33c713475469f7afe new scripts and test scene + edits to player movement

e95acd4b188d472aa5381222bd2d23a650010d7c tags moved to scriptable object folder

c95716789f79b704bc8d90a316a592f82ac69774 ICollectible moved to interface folder

86a26a4f7d8a12918949e416555af7804a9c1cdd interface folder

040a2da410c67294a0448dbbcc6cf71fdbcb8568 interaction interface

3926c0d4ed713b9865f989717fc08be975988ff6 environment prefabs set-up

9bf15d8bd6c6e2b050ccd265068e31aaa2563fb6 Merge remote-tracking branch 'origin/NB\_Audio' into start-of-sprint4-merge

a99970614bc4064b328f21597004dbafc6f7d947 player sprites moved into player folder

4551e2ed8a33ba1ae99e91a7eedbd8ac0368ca59 player folder created in sprites

61364b4a9a3a4d411656e9308906387e2fad4c64 environment folder moved into sprites

7c141a1eacc09a791cb2c4b6df90c0986abab90b folder structure change

489e864eb778c084c1bd31aacbf7f03b3d83219c Merge remote-tracking branch 'origin/MW\_Mechanics' into start-of-sprint4-merge

8eeb7ca27b22d7e4ff1b71bae5a3f2b501d13b0f toolbar

cf0b5284bd5417e3e3fe741bc6bb543bebc6e429 Audio for dialogue

e97168f54591588bf05e9be5c3b3f64bf0ec1d0d (tag: v0.1-playparty) Merge remote-tracking branch 'origin/8\_3\_Merge'

59d445334cc5b8d8e6b0e411106d00df37af2ca1 toolbar

5d5821433d2befa68a2e23474eae614d5093e8c5 Delivery

5eec5759e733e62413cc4d0927076dc703ad85d8 Merge remote-tracking branch 'origin/atanas\_main\_menu' into 8\_3\_Merge

e0c4fa53ebec0f01d2bddd84dd0068d92a08689e Merge remote-tracking branch 'origin/DR-Changes-Sprint3' into Dialogue

9c74699d428ceca3935d5f77ffaf2b53f0602567 house prefabs setup

78c26938cb75429cb1789d53ca6c390d8ae56d43 gizmo update

affb150fbd8fcc720cc4653e5bec055d7a815e17 updated dialogue

08081b4941dfc40360407a3bc85d73fe5e1dd1dc Player prefab updated

10b7837298e266b2cdc95c22892c9b4a3c054158 gizmo update

ad3e2c6b63b548b7d9ffe0d27e8fd60e20ec54c7 house 1 prefab setup

de93161a712f655d7bc403c555bad8f32cb3b1f5 updated gizmo radius

9ebd76322dd6945f26d561153412c5dd6f74e2e8 updated prefab and script

47529aa13ec9e90fafa30a20e1d9644f76f22346 updated header

a21e0ce430ccc1c050e8ba7aa79a3df0b0fadf23 Scripts added to object

a17bb034fc93622021bde82d188a63d36e5cbe41 added 1 comment

27f2e08b3d5757b2ce06b373791788039b2aa269 Script made

f622634a403f35a549ed03ee29faf545b0131e90 Add sound setting and click acions to menus.

bb25be15639d5ad350d2f4e7351e0986efda153c Add gmeplay settings.

9840ea767cd301f005daa542085b70803c7a9a14 new script created

039fefc1b0491ea46ee94bb2fe704e5a81898290 redhouse2 prefab created

36e9efb7fa29dea9cdab7b92214620d8a2fb7d42 redhouse 1 prefab created

e3f5a8cb9de5dc073d4f74f4105716d18b98a63a Environment folder created in prefabs

c8931379d425e31a204456fadc64b47683a1aa82 Edits to tile palette and scene

6185e35559eecfe4d2ede6da920a13d0cdd32e82 Scene and Tile Palette changes

1b72350cc001874b4dfb088196a7707593df73da Tiles Moved

03a31f334bfaf94f2b9b55b31617c954ef9b9e8c Tile Files Created

12a3462031fb9a7d810b0f46495ee54d43ac28de Add credits and settings menu.

327234ebe2616e1c18e0347408b7c687f6888e0f Palettes renamed

446e0f36f2671e06eeed01e1b33b4794c77e2a94 PathRoadPallete Created

f60fdd49dea5ac97dc783b98b4435fae206ae2dd tilemaps added to scene

e4f7f6ef4855a742cf9fc4c0aac97d689104b85b Environment Test Scene Created in new test folder

67cb489a82bddba6b78d37759fc31f9a79e6b4aa Greenery Tile Pallete Created

3fff94eea202c692401bec68a9e7c45e92a7bcec Tile Set Files Folder Added

a4488463922152a07f5d3062b3e709b6006b9166 Occludable Greenery Segmented

695b6e90d3b6ab1915db23fb3f3128eae5034b49 Greenery Tiles segmented

0f9eceabffbeef469588e80194f01af6b3532920 Seperated greenery files added, red house segments updated

009cc45a2b592d339cf62b02f285b81cff5cc95c Greenery tile set deleted

81db2c675da3bff98e1e62e32735b854ecc5be2a Path road art sprite mode set to multiple and segmented

9c0fb684b6aa38b2583f80837a7ab51dca27b65a Redhouses set to multiple sprite mode and segmented

104166ccf5d356919df637f2f280fa68c1e5e592 Environment art imported

390c38bd16872464a0e6b672a083123539ea94fa Environment folder created in Art folder

d1958e5ee3f0c3ed4af1299f7002344ee0de914b Player camera set to track new camera tracking point

bccc3d09123353be860b3762f44352d35a9efce9 Camera Tracking Point object added to player prefab

137e748d94bdb58c9bfaea2300875d5b0f0017e3 Add sprites for slider and text box.

c575657d4d64ddd5e2968c0d344d7b0690a66b4c Minor tweak to main menu.

1ee0514acaf66062745e2a5660d7019e16dd5cf5 Update background for main menu.

22a2ce955fddb6c029c7af76cc1d5a560eb2a64d Add Emma's backgrounds.

9113aa94716f373011ccd37b0c557fe663c7b2ff Add exit game script.

67ac9e8960e1ab6cb33ba4ca7731dc69c5f73073 Add shadow under the buttons.

22808f6387d66bc648e4d13abc1ccda66355f8b3 Load main scene when clicked Play

0fd5ee8491ce8b840ab57363474806afe4d21485 Add all buttons and images in main menu.

0115dfd32a96552d0a755e9fa5f0b4e6e619902e Update button text toggle script.

10289e1017b0675f89a2cd9bd0ef9e35e01daee5 Add Pagolin font asset.

974aa6d00d3112ef9da1ea32dba3d071bf6b135d Create main menu scene and add push button.

e149b86c6f0f13e8c1618b906d94524965c732fb toolbar

de82bfd45d8a26bddc7816fef72962660cbf077f Convert to LFS pointers

7edda2b63c4d3463bdf0ef45e97e98ad807d3089 .gitattributes update

cd2d0cd6fe67e3885717080a13e8bfa84573949a Imported MetaBuddy

3dec1527310381c03e131f500b18e7cdd576823f Added Unity Project

8ec2bc106cb91306ac4bb3b5e7c241e83b1aa5a0 Revert "gitattributes, gitignore"

d47168a1a37fe14bb47d5397d338a2b592440b50 gitattributes, gitignore

2e2445004a87ebb66883cda7fc07f5510a0f0409 Deleted .gitignore

122a57352cbf34eb3a5ff97e9890a9ada5da0f06 Initial commit

(END)

9c0fb684b6aa38b2583f80837a7ab51dca27b65a Redhouses set to multiple sprite mode and segmented

104166ccf5d356919df637f2f280fa68c1e5e592 Environment art imported

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3dec1527310381c03e131f500b18e7cdd576823f Added Unity Project

8ec2bc106cb91306ac4bb3b5e7c241e83b1aa5a0 Revert "gitattributes, gitignore"

d47168a1a37fe14bb47d5397d338a2b592440b50 gitattributes, gitignore

2e2445004a87ebb66883cda7fc07f5510a0f0409 Deleted .gitignore

122a57352cbf34eb3a5ff97e9890a9ada5da0f06 Initial commit